

2 GAMES IN ONE!

Crash Bandicoot® N-Tranced

Crash Nitro Kart™

AVAILABLE NOW!

CRASH
SUPERPACK™



SPYRO
SUPERPACK™

Spyro Season Of Ice™
Spyro™ Season Of Flame

AVAILABLE NOW!



Crash Bandicoot® Purple: Ripto's Rampage

Spyro™ Orange: The Cortex Conspiracy

AVAILABLE NOW!

**CRASH
& SPYRO**
SUPERPACK

Vivendi Universal Games
4247 S. Minnewawa Ave.
Fresno, CA 93725

© 2005 Universal Interactive, Inc. All rights reserved.

PRINTED IN USA

7242410

GAME BOY ADVANCE



AGB-B8SE-USA

SPYRO SUPERPACK™

2 SUPER GAMES!

SPYRO
SEASON OF ICE

SPYRO
SEASON OF FLAME

INSTRUCTION BOOKLET

SIERRA

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE AND NINTENDO DS™
VIDEO GAME SYSTEMS.**

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Spyro™ SuperPack™

Table of Contents

Controls	2
Spyro Season of Ice™	3
Spyro™ Season of Flame	4
Customer Support	5
License Agreement	6

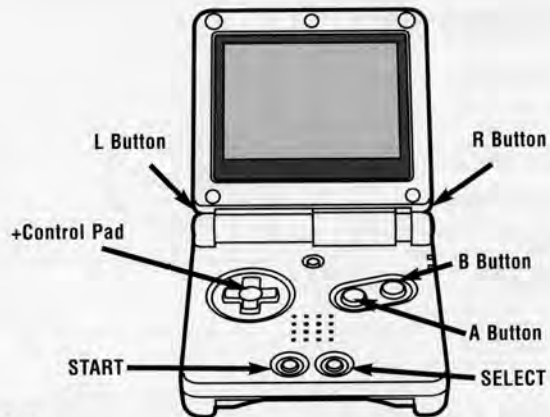


LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Spyro Season of Ice" interactive game © 2001 Universal Interactive, Inc. "Spyro Season of Flame" interactive game © 2002 Universal Interactive, Inc. All rights reserved. Spyro and related characters are ™ and © Universal Interactive, Inc. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. All other trademarks are property of their respective owners.



Menu Controls

Start Game/Pause/Return to Game	START
Highlight Menu Selection	+Control Pad
Confirm Selection.....	A Button
Return to previous screen	B Button

Spyro Season of Ice™

After the defeat of the Sorceress, many of her old Rhynoc minions were left out of work or had to take less-than-ideal day jobs. None more so than Grendor, the Rhynoc librarian at the Grand Central Dragon Realms library. A small, meek figure, Grendor never made the cut into the Rhynoc army and desperately longed for a career change.

One day, Bianca spent a few hours in the library researching ideal vacation spots for a trip she was planning for Spyro, Hunter and herself. With all the travel books, Bianca mistakenly left the Sorceress' Spell book behind. Finding the book, Grendor was inspired by an ingenious plan. Flipping through the pages, he found himself a transformation spell to change his meager frame into a towering mass of muscle and brainpower! Wasting no more time, he read the spell aloud; too hasty even to notice the book was turned upside down. Grendor wound up with bulk and brainpower all right, but in the form of two heads, and a migraine in both of his thick skulls. Frantically Grendor searched for some way out of his terrible predicament, finding only one antidote listed in the appendix...the wings of 100 magical fairies. Grendor captures Zoe and casts a magical spell, freezing the fairies in place throughout all the Fairy Realms.

Using her last bit of magic, Zoe the fairy sends a frantic message to the only one who can help them...

Spyro™ Season of Flame

After a well-deserved vacation following the encounter with Grendor and the Season of Ice, Spyro returns to the Dragon Realms to discover that none of the Dragon Elders are able to breathe fire anymore! In fact, not even Spyro can use his flame breath any longer! It's been turned icy cold! (Naturally Hunter has been frozen solid by this time.)

Someone, mysteriously, has stolen all the fireflies, the source of all fiery Dragon Power. And it's up to Spyro, Hunter, Bianca, and Sparx to find out why!

Customer Support

Technical Support

Phone: (800) 630-0811, 6:00 AM-6:00 PM EST

Online Support: <http://support.vugames.com>

Customer Service

Phone: (800) 757-7707, 6:00 AM-6:00 PM EST

Mail

VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725

License Agreement

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on Nintendo Game Boy® Advance game system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. **Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
7. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Games

Attn: Warranty Processing

4247 S. Minnewawa Ave., Fresno, CA 93725